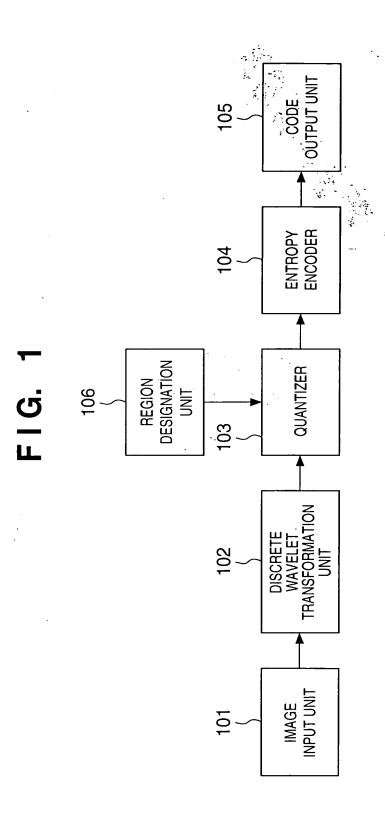


3.



2/20

FIG. 2A

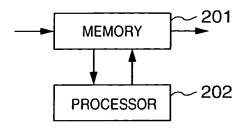


FIG. 2B

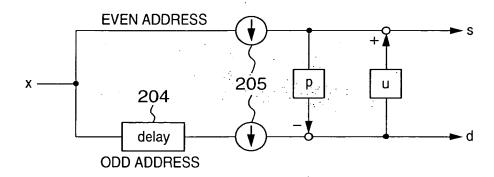


FIG. 2C

| LL  | HL2         | HL1 |
|-----|-------------|-----|
| LH2 | HH2         | пц  |
| Lŀ  | <b>-</b> 11 | HH1 |



FIG. 3A

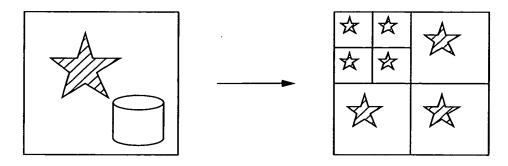


FIG. 3B

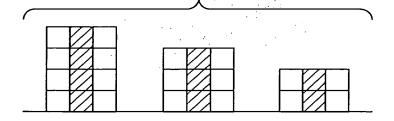
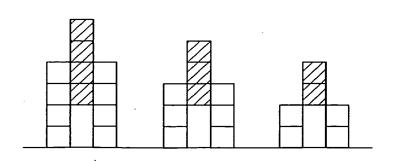


FIG. 3C



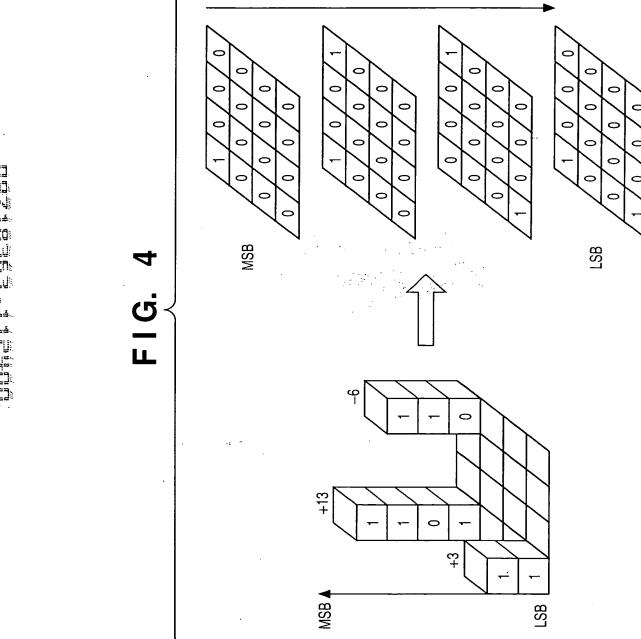


FIG. 5A

| МН | TH0 | BS0 | TH1 | BS1 |  | THn-1 | BSn-1 |  |
|----|-----|-----|-----|-----|--|-------|-------|--|
|----|-----|-----|-----|-----|--|-------|-------|--|

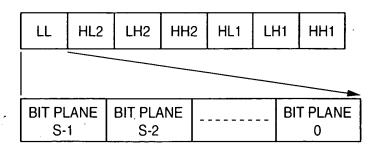
## FIG. 5B

| IMAGE SIZE TILE SIZ | NUMBER OF COMPONENTS | COMPONENT INFORMATION |
|---------------------|----------------------|-----------------------|
|---------------------|----------------------|-----------------------|

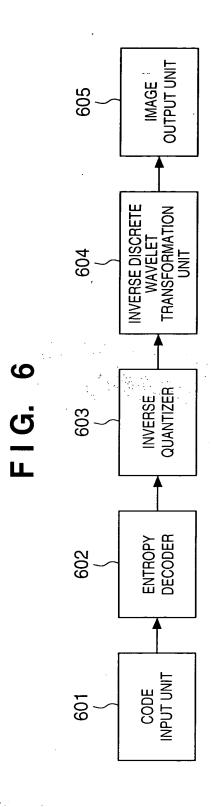
## FIG. 5C

| TILE LENGTH | ENCODING  | MASK        | BIT-SHIFT   |
|-------------|-----------|-------------|-------------|
| TILE LENGTH | PARAMETER | INFORMATION | INFORMATION |

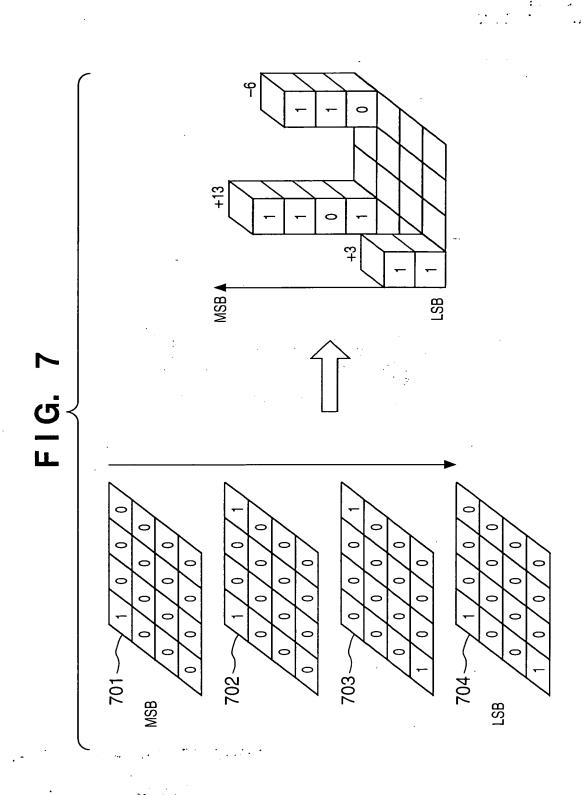
## FIG. 5D











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FIG. 8A

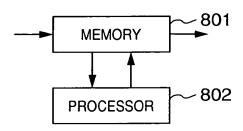


FIG. 8B

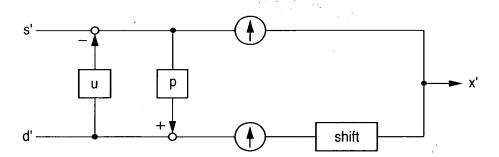


FIG. 9A

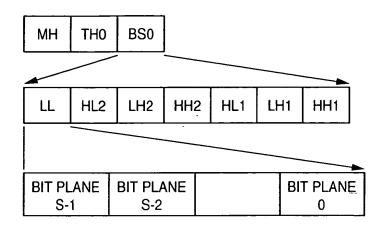
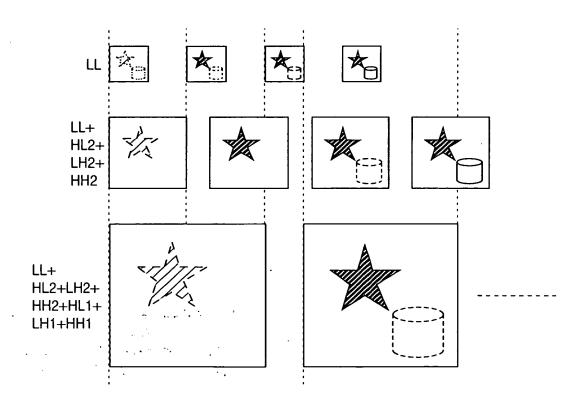
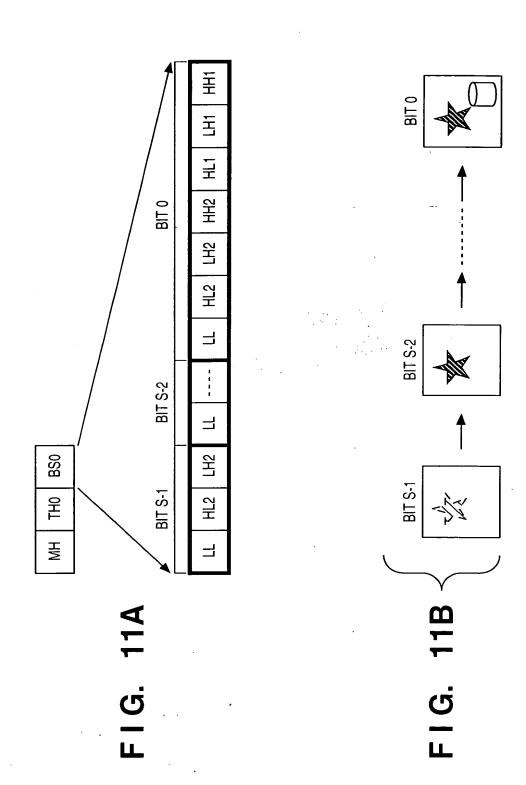


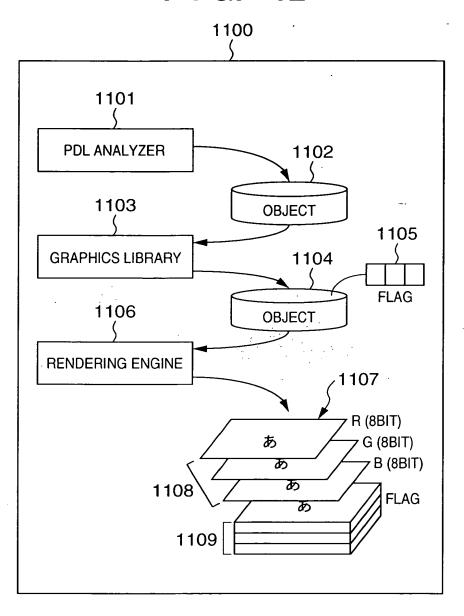
FIG. 9B



| FIG. 10A      | 10A | M             | 완                    | BS0           | 臣                 |                         | BS1                      |      | TH-1 | 1 BSn-1  |  |
|---------------|-----|---------------|----------------------|---------------|-------------------|-------------------------|--------------------------|------|------|----------|--|
| <u>н</u><br>2 | 10B | IMAGE SIZE    | 3IZE                 | TILE SIZE     | COMP              | NUMBER OF<br>COMPONENTS | COMPONENT                | TION |      | •        |  |
| F1G. 10C      | 10C | TILE LENGTH   |                      | ENCODING      | INFO <sub>M</sub> | MASK                    | BIT-SHIFT<br>INFORMATION | TION |      |          |  |
| F. G.         | 10D | BIT PLANE S-1 | PLANE S-1<br>HL2 LH2 | BIT PLANE S-2 | 2                 | 기기                      | BIT PLANE 0              | =    | 王    | <b> </b> |  |



# FIG. 12



# F1G. 13

|                             | $\begin{cases} BITMAP FLAG = 0 \\ BITMAP FLAG = 1 \end{cases}$                        |
|-----------------------------|---|
| BIT 2<br>( CHARACTER FLAG ) | 0 (OTHER THAN CHARACTER) 1 (CHARACTER) 0 (GRAYSCALE PRIORITY) 1 (RESOLUTION PRIORITY) |
| BIT 1                       | 0 ( COLOR )   |
| ( COLOR FLAG )              | 1 ( MONOCHROME )  |
| BIT 0                       | 0 (BITMAP)  |
| ( BITMAP FLAG )             | 1 (VECTOR)  |

FIG. 14

|   |   | Ī                     |            |      |
|---|---|-----------------------|------------|------|
|   | SIαDI                                       |                       |            |      |
|   | SI OR DI SI AND DI SI XOR DI SI $\alpha$ DI |                       |            |      |
|   | SI AND DI                                   | AND                   |            | 1403 |
|   | SI OR DI                                    |                       |            |      |
|   | DI / NOT DI                                 | DI FLAG               |            | 1402 |
|   | SI / NOT SI                                 | SI FLAG               | <b>▼</b> ~ | 1401 |
| • | COMBINED OBJECTS                            | FLAG COMBINING METHOD |            |      |

FIG. 15

| I   |   |                  |
|---|---|------------------|
| SIαDI                                       | IENT<br>ICAL  |                  |
| SI XOR DI                                   | RE DIFFER<br>ARE IDENT  | თ                |
| SI AND DI                                   | ALL 0s IF SI AND DI ARE DIFFERENT<br>SI FLAG IF SI AND DI ARE IDENTICAL | 1503             |
| SI OR DI SI AND DI SI XOR DI SI $\alpha$ DI | ALL 0s IF   |                  |
| DI / NOT DI                                 | DI FLAG   | <b>√</b><br>1502 |
| SI / NOT SI                                 | SI FLAG   | √<br>1501        |
| COMBINED OBJECTS                            | FLAG COMBINING METHOD   |                  |

## FIG. 16

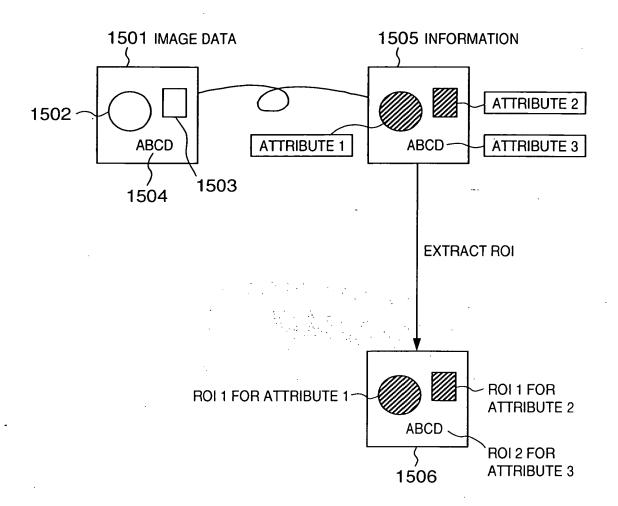
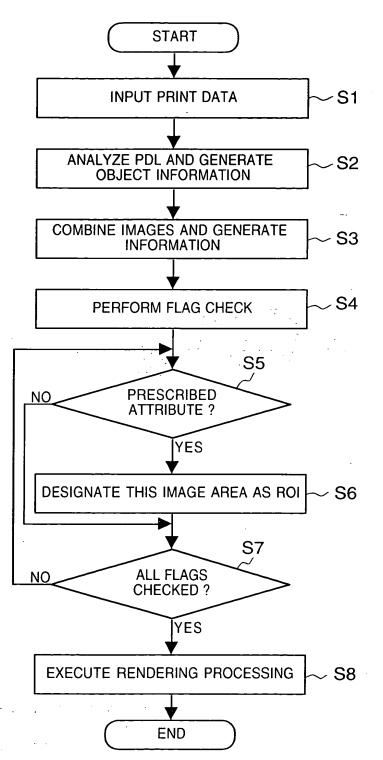
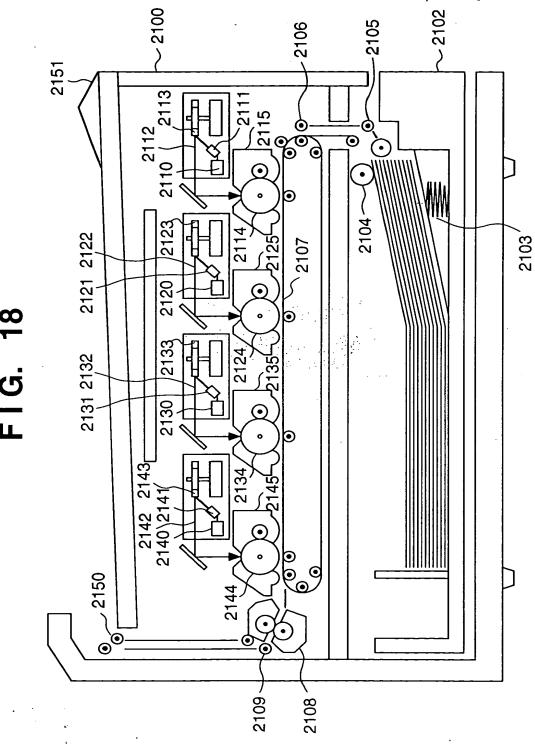
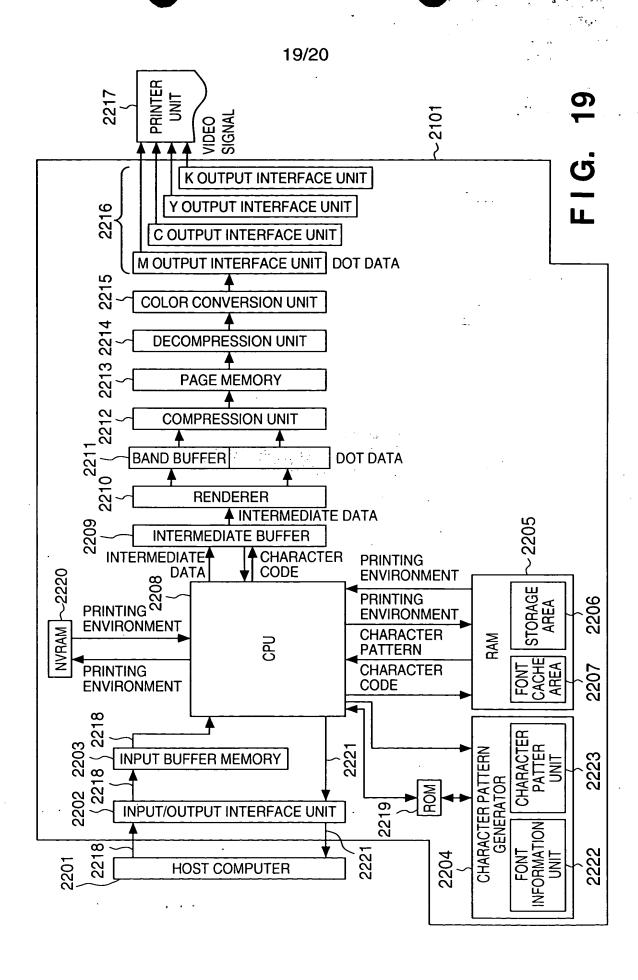


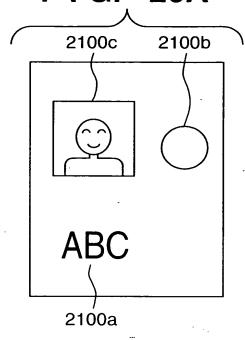
FIG. 17







## FIG. 20A



### FIG. 20B

OBJECT 1

TYPE = CHAR

x, y FONTNAME SIZE CODE = a, COLOR

x, y FONTNAME SIZE CODE = b, COLOR

x, y FONTNAME SIZE CODE = c, COLOR

OBJECT 2

TYPE = GRAPHIC

x, y r CIRCLE, COLOR

OBJECT 3

TYPE = IMAGE

x, y, w, h, IMAGE POINTER

## FIG. 20C

